



Corfe Castle and Nine Barrow Down

A moderate walk along a charming valley, followed by a ridge with spectacular views

Essential Facts

- | | |
|-------------------------|---------------------|
| ▪ Route distance: | 13.0 km (8.1 miles) |
| ▪ Approximate time: | 3 hours 30 mins |
| ▪ Approx. total ascent: | 200 metres |
| ▪ Start point Grid Ref: | SY 959 824 |
| ▪ GPS Ref: | SY 95923 82463 |
| ▪ Recommended O.S. Map: | Explorer OL15 |
| ▪ Toughness Rating | Dorset 3 |

Please see the notes on Toughness Ratings at the end of this report

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CHALLENGE ?**

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Full Info from the Great Walks web site

THE ROUTE

From Corfe Castle village centre, **S**, follow the A351 towards Wareham, with the Bankes Arms Hotel on the right. Turn first right along Sandy Hill Lane. Pass Challow Walkers Car Park on the left and soon turn right along a footpath signed Corfe. Follow the right hand edge of a field to meet a crossing path. Turn right, cross a footbridge and climb steps to the railway line.

Cross the railway and go half left across a field to a kissing gate. Walk towards a building in the left hand corner of the next field, cross a stile and turn left onto a track. Follow this round to the right to walk along a boardwalk into a field. Turn left and keep the hedge on the left, go through a gap in the hedge in front and continue to a gate. Pass a house on the right to reach a track. Turn right past Little Woolgarston Farm and follow the track to a gate. Cross a field to a gate opposite and then keep a hedge on the left to reach a gate by a stream. Cross the next field to a gate onto the A351 at **A**.

Cross with care and follow the track opposite, past Woodhyde Farm. Go under the railway and turn left, signed Downshay. Walk through a campsite to a gap in the bottom right hand corner which leads to a stile. Cross a field to a gate in the opposite hedge and then veer right to the right hand hedge. Follow this until you reach a stile, cross and walk half right to a road. Cross to a path opposite and immediately cross a stile on the left to follow an enclosed path to Haycraft Farm. Walk through the farm buildings and continue along a clear track through Wilkswood. When the trees end turn left along a lane to the A351 again, **B**.

Cross over the road and follow it ahead to New Barn Farm. Just past the farmhouse turn right along an unmarked track for 30 metres to a gate beside a stile. Turn left and keep a hedge on the left, across a large field to a stile. Keep ahead, with a fence on the right to follow a track to Knitson Farm. Go through the farm and at the road turn left. On reaching a stone waymark by a track to Old Knitson Farmhouse turn right towards Nine Barrow Down. Turn left at a T-junction and at a metal gate take the right fork to climb Nine Barrow Down. When you reach the top turn left, at **C**.

Follow the ridge path for about 3 kilometres, enjoying the views of Poole Harbour and Bournemouth - weather permitting! At the radio mast ignore the path on the left and continue along the ridge on a less clear path with views of Corfe village and the Castle. After passing above Corfe station reach a stone waymark and turn left to descend a steep flight of steps back to the village at **D**,

At the bottom of the steps turn right to the main road and then left to return to the village centre, **S**.

Refreshment

Bankes Arms Hotel Public House East Street, Corfe Castle Tel: 01929 480206 Meals and bar snacks available Outside seating	The Marblers Tea Shop 5 West Street, Corfe Castle Tel: 01929 480326 Morning coffee, light lunches, cream teas
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The Fox
Public House
8 West Street. Corfe
Castle
Tel: 01929 480449
Bar meals, real ales



Nine Barrow Down



Corfe Castle Church
And Village



Above Poole Harbour



Bankes Arms Hotel

LOCAL INFO

Corfe Castle village is dominated by the evocative castle which is strategically set in a gap in the Purbeck Hills. It was begun by William the Conqueror soon after 1066, and in the 13th century King John added a fine hall and chapel. It has been described as one of the most secure of English castles being build on a steep mound with a defensive ditch. During the Civil War, in 1646 it was captured by the Parliamentarians and demolished. Much of the stone was reused to build houses in the village. The castle was bequeathed to the National Trust in 1982, and the visitor centre gives a detailed history.

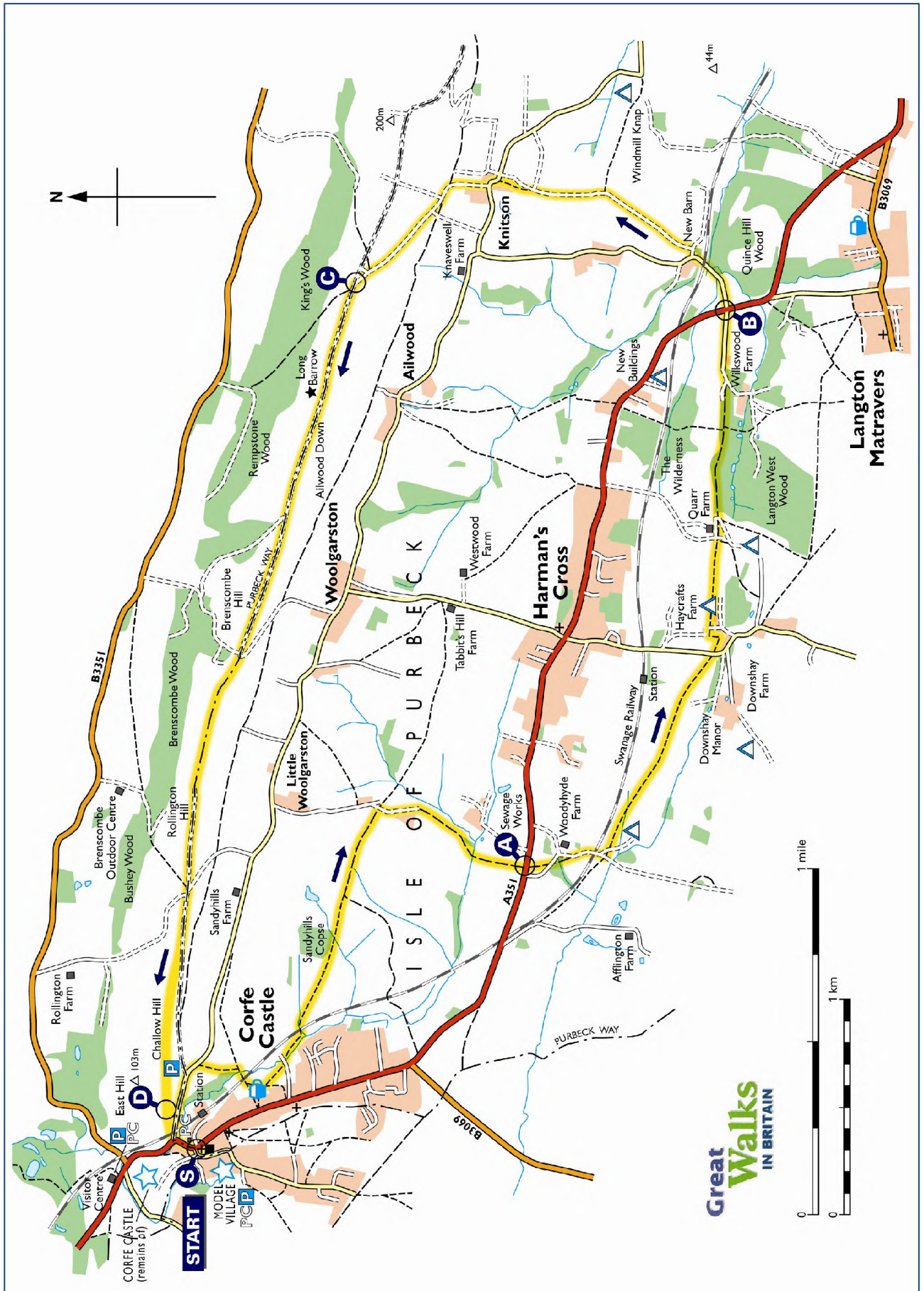
The church, dedicated to King Edward who was murdered at Corfe by his stepmother in 978, was also badly damaged in the Civil War. By 1859 it was in such a bad state of repair that it was rebuilt. Corfe model village shows the castle and village as they were before 1646.

Enid Blyton holidayed three times a year for twenty years in this area, and eventually bought a farm in Dorset. Local landmarks feature in many of her stories, and in particular the Famous Five. Kirrin Castle is based on Corfe and Whispering Island on Brownsea. The Ginger Pop shop in the village has an Enid Blyton theme.

Swanage Steam Railway now runs for six miles from Norden to Swanage. A railway was opened here in 1885 and ran until 1972. In 1975 a license was granted to occupy Swanage Station and years of work by volunteers meant that the railway opened to Corfe Castle in 1995 and Norden in 1998. There is a frequent passenger service, the entire journey taking some twenty minutes.

CORFE CASTLE & NINE BARROW DOWN G.P.S. WAYPOINTS

WAYPOINT NAME	MAP REF	CO-ORDINATES	ELEVATION: Metres
COR S	S SY	95923 82463	33
COR A	A SY	97338 80596	51
COR B	B SY	99942 79630	25
COR C	C SZ	00152 81332	180
COR D	D SY	96168 82328	90



MAP LEGEND					
	Great Walks route		Church with tower		Spot height - metres
	M6 Motorway		Church with spire		Information centre
	A23 Main road		Other place of worship		Parking
	B2116 Secondary road		Cathedral / Abbey		Public convenience
	Minor road		Building		Public house
	Other road		Built up area		Picnic site
	Track		Woodland		Camp site
	Footpath		Sand, shingle or mud		Major tourist feature
	Bridleway		Water feature		Other tourist feature
	National trail				
	Railway				

Safety First

Safety should always be your first priority in planning and undertaking a walk, whether on your own or leading a group. Please read these Safety First and Walking Our Routes notes.

Lead a group of other walkers only if you have leadership and navigational experience adequate for the 'worst case' conditions which may be encountered on the particular walk, bearing in mind the terrain, possible weather and navigational demands.

Weigh up the capabilities of your party, in terms of fitness and walking speed. Adjust your time expectations accordingly.

Ensure all your party are adequately clothed for the weather and conditions. Footwear is particularly important. Clothing must protect against cold, wet or strong sun according to the time of year.

Emergencies are quite rare, but it is essential to think ahead about what to do if someone in your party sustains an injury. Will you have a First Aid kit? Is there a qualified First Aider in the party? How could help be summoned in a serious eventuality?

Refreshment, particularly water, can be vital. Dehydration in hot summer conditions can be rapid, and frequent intake of fluids is essential.

On tougher walks it is a good idea to tell someone where you are planning to go – and when you expect to be back. Remember - mobile phones often lose reception in mountainous or isolated areas.

All our walks use legitimate routes: Public Rights of Way, Public Footpaths, Bridleways, Permissive Paths, Access Land, Byways and Roads.

Road walking calls for particular care. When there is no defined footpath or verge wide enough for safe walking it is usually best to walk on the right – facing oncoming traffic. An exception may be a tight bend, where walkers would be more visible on the left.

Occasionally you may find a public footpath blocked or unuseable. It is perfectly in order to take the shortest available diversion without damaging crops, perhaps around a field margin.

It is courteous to close gates after passing through, sometimes even if the gate was open when you arrived – particularly if it is obvious livestock may escape.

Mutual respect for farm animals is to be encouraged! Don't frighten or annoy them, but equally don't put your party members in danger or discomfort. You certainly wouldn't be the first walkers to go round the outside of a field of frisky bullocks.

Dogs should always be kept on a lead anywhere near farm animals, and under close supervision elsewhere in the countryside.

Walking Our Routes

Our walks are designed to be negotiated using the route directions in conjunction with the map section provided. We suggest walkers also take the Ordnance Survey Explorer or Outdoor Leisure map recommended for each walk.

On mountain, moorland and open heathland walks it is **ESSENTIAL** to have navigational expertise and tools, including the recommended Ordnance Survey map(s).

Take care to observe any cautions in the route description; exposed paths, areas liable to flooding etc.

Consider conditions before setting off. Will heavy rain have made a water meadow impassable? Will frost or snow make a path slippery?

When navigating the route look for clues to confirm you are in the right place. Are map features where you would expect on the ground? Are features mentioned in the text where expected? If you suspect you may have taken a wrong turn, take action sooner rather than later. It is better to re-trace to a known point rather than carry on regardless with the possibility of becoming increasingly confused.

All our routes are carefully checked before publication, but features can change on the ground – sometimes surprisingly quickly. Footpaths may be re-routed, buildings can appear or change significantly and these days pub names seem to change frequently.

The approximate time given for each walk is based on an average walking speed of 2.5 miles per hour (4 km/hour), plus an allowance for ascent, descent and any difficult terrain.

Total ascent is the approximate total ascent over the whole walk.

GPS users can enter in the waypoints provided in each of our walk reports. It is important to read our guide **Introducing GPS for Walkers**, available as a PDF file from the Great Walks in Britain web site.

Remember that GPS is a great navigational tool, but only one of those available to the navigator. Never dispense with conventional map and compass – and the training and skills to use them, especially on mountain, moorland or open heathland walks.

TOUGHNESS RATINGS

All our **Dorset** routes can be undertaken by reasonably fit walkers able to utilise our map segments, together with the route guidance notes. Always consider recent and forecast weather.

Each walk has been allocated a **Toughness Rating**:

1. Easier walks with modest ascent and generally on well defined paths. There may be stiles or narrow gateways to negotiate.
2. Routes which are more demanding. They may include more ascent and possibly paths which are looser or more difficult underfoot.
3. More strenuous walks with some steep sections, higher paths or places which may be wet and boggy.
4. The most demanding walks in this edition. There may be prolonged steep ascents. Conditions may be challenging underfoot.

Toughness Ratings are allocated in the context of the terrain in the edition area. For example a walk rated as demanding in Dorset may be equivalent to a moderate route in Devon & Dartmoor..